STEAM CAMPS FOR TEENS

In-person camps are taking place at the SCFLS STEAM Initiative's headquarters location, Somerset County Library, 6022 Glades Pike, Somerset.

Note: While some events are being planned for in-person attendance, adjustments may be made due to changing COVID-19 conditions. Follow us on Facebook or call for updates. Social distancing and masking guidelines will be followed at all programs.

Register online at https://cutt.ly/SCLSummerQuest2021 or
call Somerset County Library at 814-445-5907

Teen Entrepreneur Toolkit
Participants choose: In-Person or Hands-On @Home +Online

Fridays during SummerQuest Club June 25 - August 13   10:00 - 11:30 AM

Are you a teen with an entrepreneurial spirit? Whether it's mowing lawns, babysitting, selling on eBay, or creating an Etsy boutique store, we'll help you learn how you can turn your money-making idea into a real business. We will meet once a week during the summer to read through Anthony Oneal's book Teen Entrepreneur Toolbox and discuss our ideas and how we can develop them into a business. (Limit 5 individuals or "connected group") Each teen or group will receive a copy of the Teen Entrepreneur Toolbox which includes a parent guide, quick –start video, Teen portfolio, goal tracker, conversation starters, thank you cards, and access to the digital app with additional tools. Kits provided by Dave Ramsey Press.

Ages: 12 and Up -- Space is limited to five individuals or groups, register early

Learn to Draw Pets
Tuesday, July 13th - Friday, 16th   12:30 - 2 PM

If you love animals and if you love to draw -- join Ms. Beth as she shares some tips for drawing pets. Learn how all items are made up of basic shapes and how you can put those shapes together to help form your drawings. We will also work on shading.

Limit of 10 people to class. Online access is available.
Ages: 12 and Up -- Space is limited, register early

© Can Stock Photo

Teens Save The World!
Monday, August 2nd – Wednesday, August 4th   1:00 PM – 3:30 PM

The oceans are rising, resources are dwindling, and animals are going extinct. It's up to teens to save the world! This camp explores alternative energy technology and its practical uses. Teens will develop problem-solving skills as they tackle one environmental challenge after the next. Campers will get hands on instruction with technology ranging from hydrogen cells to wind power. The earth is crying out, will you answer the call? Sign-up today!

Ages 12 and Up   Space is limited, register early

SummerQuest 2021 STEAM Camps are made possible in part by EITC support from Wheeler Fleet Solutions.

PA EITC
PENNSYLVANIA EDUCATIONAL IMPROVEMENT TAX CREDIT PROGRAM

Corporate Sponsorship Opportunity!

Somerset County Federated Library System, Inc. (SCFLS) is an approved Educational Improvement Organization. Supporting the SCFLS STEAM Initiative could earn tax credits for your business while helping area youth develop workforce-ready STEM skills.

The STEAM Initiative extends students' opportunities to develop skills in science, technology, engineering, arts, and mathematics by providing learning experiences with a different focus and delivery format than is typically available in the school setting. Additionally, the STEAM initiative provides these learning opportunities beyond normal school operating hours and during the summertime. Your business can help area students develop valuable 21st century skills while taking advantage of great tax benefits.

Pennsylvania's Education Improvement Tax Credit program (EITC) provides valuable tax credits to eligible businesses who contribute to approved educational improvement programs like the SCFLS STEAM Initiative. Businesses can receive EITC credits of up to 90% of their contribution amount towards their Pennsylvania business taxes.

To determine your business's eligibility, visit https://dced.pa.gov/programs/educational-improvement-tax-credit-program-eitc/.

For more information, please contact Cheryl Morgan, SCFLS Administrator at (814) 445-2556, option 4 or by email at cmorgan@scfls.org.

2021 SCFLS STEAM INITIATIVE
Educational Improvement Program

Summer Quest Activities

STEM Mini-Camps with IU8

Join staff from IU8 and the SCFLS STEAM Initiative to explore outdoor STEM activity stations at the following Somerset County locations with robots, coding, board games and building activities.

- **WINDBER RECREATION PARK**
  - **May 15, drop in 9 AM - noon**
- **HIGHLAND HILLS COMMUNITY**
  - **June 15, drop in 11 AM - 2 PM***
- **SOMERSET COUNTY LIBRARY**
  - **June 25, drop in 11 AM - 2 PM***
- **CONEMAUGH TOWNSHIP LIBRARY**
  - **July 6, drop in 3 PM - 6 PM***
- **SHADE CENTRAL CITY PARK**
  - **July 21, drop in 11 AM - 2 PM***
- **UNION STREET PLAYGROUND, SOMERSET**
  with Mary S. Biesecker Public Library
  - **July 19, drop in 11 AM - 2 PM***

*Grab & Go meals for ages 18 & under.

Made possible by a grant from Grable Foundation in partnership with IU8, Somerset County Library, the SCFLS STEAM Initiative, and EITC partner, Wheeler Fleet Solutions.

Camps inside!

Summer Quest STEAM Camps

While camps are being planned for in-person attendance, adjustments may be made due to changing COVID-19 conditions. Follow us on Facebook or call for updates. Social distancing & masking guidelines will be followed at all programs. Some camps have options for In-Person or Hands-On @Home +Online Instruction. @Home participants will need to pick up materials prior to camp start date. Materials must be returned promptly after the camp finishes. Participants accept financial responsibility for any unreturned equipment and missing or damaged parts.

Register online at https://cutt.ly/SCLSummerQuest2021
or call Somerset County Library at 814-445-5907

littleBits Coders

Monday, June 21st – Friday, June 25th   9:30 – 12:00 PM

BUILD *IN REAL LIFE* + CODE *ON YOUR COMPUTER* = FUN *DIY GAMES*

Somerset County Library invites campers to a week long introduction to coding using the power of littleBits. Learn the basics of programming, how computers think, and creative design. Campers will use drag & drop block-based programming to code hardware. Make games and inventions to test and play with friends and family. This is a great introduction to coding, thinking logically, and developing problem solving skills.

Ages: 8 and Up   Space is limited, register early

Video Game Design Camp

Participants choose: In-Person or Hands-On @Home +Online

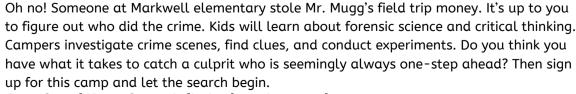**Monday, July 5th – Friday, July 9 9:30 – 12:00 PM**

Do you have a tale to tell? Then tell your story in a video game! During this five-day camp, you will learn video game history, story craft, and the principles of game design. You will team up in "studios" to design a video game. Each studio will work towards digitally publishing their game to an online arcade. The camp will conclude with each studio exhibiting their masterpiece for parents. So, if you have an interest in video games or design, sign up today!

Ages: 8 and Up   Space is limited, register early

Forensics Camp: The Case of The Missing Money

Monday, July 19th – Friday, July 23rd   9:30 – 12:00 PM

Oh no! Someone at Markwell elementary stole Mr. Mugg's field trip money. It's up to you to figure out who did the crime. Kids will learn about forensic science and critical thinking. Campers investigate crime scenes, find clues, and conduct experiments. Do you think you have what it takes to catch a culprit who is seemingly always one-step ahead? Then sign up for this camp and let the search begin.

Ages 8 and Up   Space is limited, register early

SummerQuest 2021 STEAM Camps are made possible in part by the
SCFLS STEAM Initiative Educational Improvement Program and with generous support from Wheeler Fleet Solutions.

Piper Series

Piper is a tool which gives kids a sense of what is possible with technology—a skill which will be useful in any future career, computer science related or not.

By bringing together something kids love—playing the Raspberry Pi Edition of Minecraft—with building gadgets, we've created an experience that builds kids' confidence in approaching science, technology, engineering, arts, and mathematics.

Piper I : Computer Electronics

Participants choose: In-Person or Hands-On @Home +Online

Monday, June 7th – Friday, June 11th   9:30 – 12:00 PM

Somerset County Library presents five action-packed days of PiperCraft* game play and instruction, designed to turn screen time into build time. Kids and teens will assemble their computer, advance through a Raspberry Pi Edition of Minecraft Story, and learn physical engineering and electronics in the process.

Our ultimate goal is to increase participants creative confidence around computers and electronics. Pre- and post-course surveys will be used to help us measure our success. *PiperCraft is a version of the Minecraft game in which players engineer real-world electronics to use in the game. Sorry, you can't keep the Piper computer.

Ages 8 and up   Space is limited, register early

Piper II : Coding with Piper

Participants choose: In-Person or Hands-On @Home +Online

Monday, June 14th – Wednesday, 16th   9:30 – 12:00 PM

Campers will take Piper Craft game skills learned in Piper I to the next level in Piper II : Coding with Piper. You will gain experience coding and programming electronics as you create physical electronic games using PiperCode. PiperCode uses Blockly by Google, a drag & drop coding programming language that enables kids to modify how their electronics work on the Raspberry Pi. After learning PiperCode, you can easily transition from Blockly to more advanced Python text-based programming.

Ages 8 and Up   Space is limited, register early

Piper III : Sensor Explorer

Participants choose: In-Person or Hands-On @Home +Online

Thursday, June 17th – Friday, 18th   9:30 – 12:00 PM

Piper III is open to anyone who has completed Piper I and II. Building on knowledge from Piper I and Piper II, you will finally be able to teach your Piper, and it will be able to sense the world around you!! The Piper Sensor Explorer enhances the existing Piper experience. Explore new worlds and learn about the world around you with sensors that measure temperature, compute distance, and detect color. Piper III introduces a new StoryMode and PiperCode projects exclusive to the Piper Sensor Explorer.

Ages 8 and Up   Space is limited, register early